











Mine Sweeper

Global variables:

```
int row = 10;  
int col = 10;
```

```
int field[][] = new int[row][col]; // to hold mines and neighbours  
int show[][] = new int[row][col]; // to hold visible or not  
int flags[][] = new int[row][col]; // to hold flag or not  
ImageView pics[] = new ImageView[row * col];
```

Pictures:

	closed	$show[x][y] == 0 \ \&\& \ flag[x][y] == 0$
	closed, flag	$flag[x][y] == 1$
	open, 0 neighbours	$show[x][y] == 1 \ \&\& \ flag[x][y] == 0 \ \&\& \ field[x][y] == 0$
	open, 1 neighbour	$show[x][y] == 1 \ \&\& \ flag[x][y] == 0 \ \&\& \ field[x][y] == 1$
	open, 2 neighbours	$show[x][y] == 1 \ \&\& \ flag[x][y] == 0 \ \&\& \ field[x][y] == 2$
		$show[x][y] == 1 \ \&\& \ flag[x][y] == 0 \ \&\& \ field[x][y] == 3$
		$show[x][y] == 1 \ \&\& \ flag[x][y] == 0 \ \&\& \ field[x][y] == 4$
		
	etc up to 8	
	mine, open	$show[x][y] == 1 \ \&\& \ flag[x][y] == 0 \ \&\& \ field[x][y] == 10$